Advancement Policy

Advancement Percentages

When planning tournament structures, *FIRST* LEGO League has the following **recommendations** for the number of teams to advance:

- 10% is the <u>minimum</u> percentage of teams that should advance
- Around 30% is the recommended percentage of teams to advance
- 50% is the <u>maximum</u> percentage of teams that should advance

Taking into account the recommendations for advancement percentages, the *FIRST* LEGO League Partner for each region will determine the percentage of teams that will advance for each event. To determine how many teams will advance, multiply the advancement percentage by the total number of teams at the event. Round to the nearest whole number to find the number of teams advancing.

Number of teams advancing = (Advancement %) * (total number of teams at event)

Example: A qualifying tournament has space for 12 teams to attend. Starting with an approximately 30% of teams advancing times 12 teams gives 3.6 teams advancing. Rounding up, 4 teams will advance from this event to the next level. The advancement percentage for this event is 4/12 = 33%.

Team Eligibility for Advancement

Teams are **eligible** for advancement if they meet the following criteria as **required** by the *FIRST* LEGO League Global Standards and Challenge document. Teams must:

- Have between 2 and 10 members
- Complete all required sections of the Project
- Have no disqualifying (Red-level) Core Values behaviors
- Be competing at their first official *FIRST* LEGO League event of each qualifying level during the season
- Perform well in all three judged areas (Core Values, Project, and Robot Design)
- Meet the minimum Robot Performance hurdle percentage for advancement

Calculating Robot Performance Advancement Hurdles

Teams advancing must meet a minimum "hurdle" percentage in robot game scores in order to advance. Partners are **required** to use the following procedure to determine the Robot Game hurdle percentage for advancement:

1. Calculate the percentage of teams advancing from each event.
2. Round your advancement percentage to the nearest 5. (Follow standard rounding rules.)
3. Locate the rounded advancement percentage in the table.
4. Announce the Robot Performance hurdle percentage for advancement to teams before the event.

For tournaments advancing more than 50% of teams, the Robot Performance hurdle percentage for advancement is 75%. Partners must consult with their Partner Services Manager if they wish to use larger Robot Performance hurdle percentage for advancement.

Advancement %	Hurdle %
≤ 20	40
25	48
30	55
35	62
40	67
45	72
50	75

Example: 33% of teams are advancing from an event. Round 33% up to 35% and consult the table. The advancement hurdle is 62% for this event. If 12 teams are attending the event, 12 x 62% = 7.44 teams. Rounding down to 7 teams means that teams must be in the top 7 scores to be eligible to advance.

Robot Performance Hurdles always apply to the planned number of teams at an event.

Example: 12 teams are expected to attend an event and 4 teams will advance, but one team does not arrive. Teams still must be in the top 7 teams to be eligible to advance.

Advanced Notice of Robot Performance Advancement Hurdles

Partners are *required* to announce the advancement hurdle to teams before the tournament. Ideally, the event announcement would include the percentage of teams advancing and the Robot Performance Advancement Hurdle.

Example: "There are spaces for 12 teams at this qualifying tournament. The Judges will select four teams to advance to the Championship, using the Champion's Award criteria. Teams must be in the top 75% of Robot Game scores to be considered for advancement."

The Robot Performance Advancement Hurdle may *not* be changed during deliberations or any other time during the tournament day. The hurdle is considered a fixed barrier that teams must meet or exceed to be considered for Champion's Award. This procedure ensures that all teams know the policy and it is applied consistently for all teams and all tournaments.

Advancing Team Selection Procedures

All advancing teams are selected using the Champion's Award criteria: teams must be well-rounded across all three judging areas plus meet the minimum Robot Performance Hurdle. These advancing teams may be selected using the "golf score" approach of adding the team's room ranks to create an overall rank, then removing any teams blow the hurdle. Judge Advisors are encouraged to use the Advancement Calculator, available as a stand-alone tool or within Judging Lite to select teams.

Champion's Award Robot Performance Hurdle

The Robot Performance Hurdle for advancement does not impact the hurdle for Champion's Awards. **Teams at all tournaments must be in the top 40%** of Robot Game Scores to be considered **for Champion's Awards**.